



VIEW Conference | 15th INTERNATIONAL COMPUTER GRAPHICS CONFERENCE
www.viewconference.it | 13-17 Oct. 2014 Torino Incontra, Via Nino Costa 8

MONDAY OCTOBER 13 ~ PRE-VIEW

8.30 9.30	REGISTRATION			
	<p><u>Sala Antonelli</u> h. 9.30 - 11.30</p> <p>VIEW-Educational: WORKSHOP</p> <p>ARCHITECTURAL PREVISUALIZATION OF INTERIOR DESIGN WITH BLENDER 3D AND CYCLES RENDERING ALFONSO ANNARUMMA, Rigger and Animator</p>		<p><u>Sala Stampa</u> h. 9.30 - 16.00</p> <p>VIEW-Educational: WORKSHOP</p> <p>MODO 801, MODELING MECH GENNARO ESPOSITO, 3D artist for commercial and videogame , Co-Founder PARADIGM404</p>	
	GIOLITTI	EINAUDI	SELLA	MOLLINO
	<p>VIEW-Educational: WORKSHOP h. 9.30 - 11.30</p> <p>STORYTELLING IN VISUAL LANGUAGE</p> <p>MARCELO VIGNALI, Art Director Sony Pictures Animation</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>INTERACTIVE VIRTUAL ENTERTAINMENT AND PRESENTATIONS WITH OCULUS RIFT, UNITY, V-RAY AND 3DS MAX</p> <p>LUCA DERIU, CEO and owner PlaySys</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>MODELING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>CREATURE CREATION WORKSHOP: CREATING THE TITAN WITH Z-BRUSH</p> <p>DANIELE ANGELOZZI, 3D artist and ZBrush certified instructor</p>
	<p>VIEW-Educational: WORKSHOP h. 9.30 - 11.30</p> <p>STORYTELLING IN VISUAL LANGUAGE</p> <p>MARCELO VIGNALI, Art Director Sony Pictures Animation</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>INTERACTIVE VIRTUAL ENTERTAINMENT AND PRESENTATIONS WITH OCULUS RIFT, UNITY, V-RAY AND 3DS MAX</p> <p>LUCA DERIU, CEO and owner PlaySys</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>MODELING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>CREATURE CREATION WORKSHOP: CREATING THE TITAN WITH Z-BRUSH</p> <p>DANIELE ANGELOZZI, 3D artist and ZBrush certified instructor</p>
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MONDAY OCTOBER 13 AFTERNOON

h	GIOLITTI	EINAUDI	SELLA	MOLLINO
12.30 14:00	LUNCH			
	<p>VIEW-Educational: WORKSHOP - For professional h. 14.00-16.00</p> <p>PAPER, WIRE, STRING AND TAPE - EPPUR SI MUOVE!</p> <p>LUCIA MODESTO, Character Technical Director Supervisor, PDI/Dreamworks Animation</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>INTERACTIVE VIRTUAL ENTERTAINMENT AND PRESENTATIONS WITH OCULUS RIFT, UNITY, V-RAY AND 3DS MAX</p> <p>LUCA DERIU, CEO and owner PlaySys</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>ANIMATION AND RIGGING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>CREATURE CREATION WORKSHOP: CREATING THE TITAN CON Z-BRUSH</p> <p>DANIELE ANGELOZZI, 3D artist and ZBrush certified instructor</p>
	<p>VIEW-Educational: WORKSHOP - For professional h. 14.00-16.00</p> <p>PAPER, WIRE, STRING AND TAPE - EPPUR SI MUOVE!</p> <p>LUCIA MODESTO, Character Technical Director Supervisor, PDI/Dreamworks Animation</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>INTERACTIVE VIRTUAL ENTERTAINMENT AND PRESENTATIONS WITH OCULUS RIFT, UNITY, V-RAY AND 3DS MAX</p> <p>LUCA DERIU, CEO and owner PlaySys</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>ANIMATION AND RIGGING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30 - 16.00</p> <p>CREATURE CREATION WORKSHOP: CREATING THE TITAN CON Z-BRUSH</p> <p>DANIELE ANGELOZZI, 3D artist and ZBrush certified instructor</p>
	<p>VIEW-Educational: WORKSHOP h. 17.00-20.00</p> <p>VISUAL STORYTELLING</p> <p>KRIS PEARN, Co-director Cloudy 2 Sony Pictures Animation</p>	<p>h. 16.00-17.30</p> <p>DIGITAL HYPERTEXT: DESIGN THINKING</p> <p>MAURIZIO CHATEL, Editorial Director, BBN & MARCO CABIATI, Turin City Council</p>		

TUESDAY OCTOBER 14

h	CAVOUR	GIOLITTI	EINAUDI	SELLA
8.00 9.00	REGISTRATION			
9.00 10.00	<p style="text-align: center;">WORLD PREMIERE TALK</p> <p>WALT DISNEY ANIMATION STUDIOS' <i>BIG HERO 6</i> - A REVOLUTION IN LIGHTING & RENDERING</p> <p>ALESSANDRO JACOMINI, Lighting supervisor Disney Animation Studios</p>			
10.00 11.00	<p style="text-align: center;">A TRIBUTE TO SONY PICTURES ANIMATION</p> <p style="text-align: center;">12 YEARS OF SONY PICTURES ANIMATION</p> <p>NOELLE TRIAUREAU AND MARCELO VIGNALI, Production Designer and Art Director Sony Pictures Animation</p>		<p style="text-align: center;">VIEW-Educational: WORKSHOP</p> <p>CREATURE CREATION WORKSHOP: CREATING THE TITAN CON Z-BRUSH</p> <p>DANIELE ANGELOZZI, 3D artist and ZBrush certified instructor</p>	
11.00 11.15	COFFEE BREAK			
11.15 12.15	<p>ANIMATING WITH BRICKS: BRINGING THE WORLD OF THE <i>LEGO MOVIE</i> TO LIFE</p> <p>ROB COLEMAN, Head of Animation Animal Logic</p>	<p style="text-align: center;">VIEW-Educational: WORKSHOP</p> <p>RENDERING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>	<p style="text-align: center;">VIEW-Educational: WORKSHOP</p> <p>CREATURE CREATION WORKSHOP: CREATING THE TITAN CON Z-BRUSH</p> <p>DANIELE ANGELOZZI, 3D artist and ZBrush certified instructor</p>	
12.15 13.15	<p>RACCOONS AND ALIEN WORLDS – THE MAKING OF GUARDIANS OF THE GALAXY</p> <p>KYLE MCCULLOCH, VFX Supervisor Framestore</p>	<p style="text-align: center;">VIEW-Educational: WORKSHOP</p> <p>RENDERING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>		

TUESDAY OCTOBER 14 AFTERNOON

h	CAVOUR	GIOLITTI	EINAUDI	SELLA
13.15 14.15	LUNCH			
14.15 15.15	<p>MOTION CAPTURE AND 3D EDUCATION</p> <p>FLÁVIO ANDALÓ & MILTON LUIZ HORN VIEIRA, 3D Animation and Motion Capture DesignLab at UFSC</p>	<p>VIEW-Educational: WORKSHOP</p> <p>SCULPTING AND TEXTURING WITH AUTODESK MUDBOX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP</p> <p>MODO 801, MODELING MECH</p> <p>GENNARO ESPOSITO, 3D artist for commercial and videogame , Co-Founder PARADIGM404</p>	
15.15 16.15	<p>NOT IMPOSSIBLE LABS</p> <p>TECHNOLOGY FOR THE SAKE OF HUMANITY – IT'S NOT IMPOSSIBLE</p> <p>DAVID PUTRINO, Weill-Cornell Medical College</p>	<p>VIEW-Educational: WORKSHOP</p> <p>SCULPTING AND TEXTURING WITH AUTODESK MUDBOX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP</p> <p>MODO 801, MODELING MECH</p> <p>GENNARO ESPOSITO, 3D artist for commercial and videogame , Co-Founder PARADIGM405</p>	
16.15 16.30	COFFEE BREAK			
16.30 17.30	<p>THE LEGENDARY CREATURES OF HERCULES: HAIR AND FUR AT DNEG</p> <p>FRANCESCO GIORDANA, Lead of Creature R&D Double Negative VFX</p>			
17.30 18.30	<p>THE AMAZING SPIDER-MAN 2</p> <p>DAVID SCHAUB, Animation Supervison Sony Pictures Imageworks</p>			
18.30 19.30	<p>A GUIDE TO THE VFX OF <i>PLANET OF THE APES</i></p> <p>KEITH MILLER, VFX Supervisor Wetadigital</p>			

WEDNESDAY OCTOBER 15

	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI
8.00 9.00	REGISTRATION			
9.00 10.00	PUBCODER, INNOVATING THE E-BOOK DANIELA CALISI, Evangelist PUBCODER	Master Class 3D DESIGN FOR MOBILE AUGMENTED REALITY - THE EDUCATION CHALLENGE KIM BAUMANN LARSEN, co-founder Norwegian Society of Visual Effects	VIEW-Educational: WORKSHOP ANIMATION AND RIGGING WITH AUTODESK 3DS MAX 2015 DARIO PASSARIELLO Autodesk	VIEW-Educational: WORKSHOP h. 9.30-17.30 STEP INSIDE THE MAGICAL WORLD OF COMPOSITING FOR VFX DAVI STEIN – Escape Studios
10.00 11.00	INGREDIENTS OF TIME TRAVEL: ART, MODELS, RIGS, AND FX IN MR. PEABODY AND SHERMAN LUCIA MODESTO, Character Technical Director Supervisor Dreamworks Animation		VIEW-Educational: WORKSHOP ANIMATION AND RIGGING WITH AUTODESK 3DS MAX 2015 DARIO PASSARIELLO Autodesk	VIEW-Educational: WORKSHOP h. 9.30-17.30 STEP INSIDE THE MAGICAL WORLD OF COMPOSITING FOR VFX DAVI STEIN – Escape Studios
11.00 11.15	COFFEE BREAK			
11.15 12.15	DESIGNING A WORLD FOR ANIMATED FEATURE FILMS NELSON LOWRY, Supervising Production Designer LAIKA	VIEW-Educational: WORKSHOP PHYSICS FOR ANIMATORS DAVID SCHAUB, Animation Supervison Sony Pictures Imageworks		VIEW-Educational: WORKSHOP h. 9.30-17.30 STEP INSIDE THE MAGICAL WORLD OF COMPOSITING FOR VFX DAVI STEIN – Escape Studios
12.15 13.15	A BLIND LEGEND – A VIDEO GAME FOR BLIND PEOPLE – HOW IS IT POSSIBLE ? PIERRE-ALAIN GAGNE, Co-Founder DOWINO	VIEW-Educational: WORKSHOP PHYSICS FOR ANIMATORS DAVID SCHAUB, Animation Supervison Sony Pictures Imageworks		VIEW-Educational: WORKSHOP h. 9.30-17.30 STEP INSIDE THE MAGICAL WORLD OF COMPOSITING FOR VFX DAVI STEIN – Escape Studios

WEDNESDAY OCTOBER 15 AFTERNOON

h	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI
13.15 14.15	LUNCH			
14.15 15.15	<p>h. 14.15-14.45 GAMES AND STORYTELLING IN VIRTUAL REALITY: THE EXPERIENCE OF <i>LOADING HUMAN</i> ELISA DI LORENZO Untold Games</p>	<p>VIEW-Educational: WORKSHOP PHYSICS FOR ANIMATORS DAVID SCHAUB, Animation Supervisor Sony Pictures Imageworks</p>	<p>VIEW-Educational: WORKSHOP RENDERING WITH AUTODESK 3DS MAX 2015 DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30-17.30 STEP INSIDE THE MAGICAL WORLD OF COMPOSITING FOR VFX DAVI STEIN – Escape Studios</p>
15.15 16.15	<p>h. 14.45-16.15 DIGITAL ECONOMY AND CULTURAL INDUSTRY. HOW TO CLOSE THE ITALIAN GAP Dr. FRANCESCO PROFUMO, CEO IREN GROUP Dr. GIUSEPPINA DE SANTIS, Innovation Chancellor for Piedmont Region MODERATOR: PIERO GASTALDO, Secretary General, Compagnia di San Paolo</p>		<p>VIEW-Educational: WORKSHOP RENDERING WITH AUTODESK 3DS MAX 2015 DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30-17.30 STEP INSIDE THE MAGICAL WORLD OF COMPOSITING FOR VFX DAVI STEIN – Escape Studios</p>
16.15 16.30	COFFEE BREAK			
16.30 17.30	<p>EUROPEAN PREMIERE PRESENTATION OF PIXAR'S <i>LAVA</i> BILL WATRAL, Supervising Technical Director PIXAR ANIMATION STUDIOS</p>			<p>VIEW-Educational: WORKSHOP h. 9.30-17.30 STEP INSIDE THE MAGICAL WORLD OF COMPOSITING FOR VFX DAVI STEIN – Escape Studios</p>
17.30 18.30	<p>KEYNOTE ADDRESS FROM PIXELS TO PIXAR, AND BEYOND ALVY RAY SMITH, Inventor, Author, Entrepreneur, Award-winning Artist, Co-Founder Pixar</p>			
18.30 19.30	<p>TEENAGE MUTANT <i>NINJA TURTLES</i> TIM HARRINGTON, Animation Supervisor ILM</p>			

THURSDAY OCTOBER 16

	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI
8.00 9.00	REGISTRATION			
9.00 10.00	<p>h. 9.00 - 9.30 HOW WE ARE SHAPING THE VIDEOGAME INDUSTRY IN ITALY VALERIO DI DONATO 34BIGTHINGS</p> <p>h. 9.30-10.00 VR REVOLUTION AND GEARVR MAURO FANELLI MIXED BAG</p>	<p>VIEW-Educational: WORKSHOP</p> <p>ARCHITECTURAL PREVISUALIZATION OF INTERIOR DESIGN WITH BLENDER 3D AND CYCLES RENDERING ALFONSO ANNARUMMA, Rigger and Animator</p>	<p>VIEW-Educational: WORKSHOP</p> <p>MODELING WITH AUTODESK 3DS MAX 2015 DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30-17.30</p> <p>EXPLORE THE THREE-DIMENSIONAL SPACE OF 3D VFX MARK SPEVICK – Escape Studios</p>
10.00 11.00	<p>CREATING THE FLYING ARMADAS IN GUARDIANS OF THE GALAXY JO PLAETE, Lead Crowd Simulation Technical Director MPC</p>	<p>VIEW-Educational: WORKSHOP</p> <p>ARCHITECTURAL PREVISUALIZATION OF INTERIOR DESIGN WITH BLENDER 3D AND CYCLES RENDERING ALFONSO ANNARUMMA, Rigger and Animator</p>	<p>VIEW-Educational: WORKSHOP</p> <p>MODELING WITH AUTODESK 3DS MAX 2015 DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP h. 9.30-17.30</p> <p>EXPLORE THE THREE-DIMENSIONAL SPACE OF 3D VFX MARK SPEVICK – Escape Studios</p>
11.00 11.15	COFFEE BREAK			
11.15 12.15	<p>KEYNOTE ADDRESS</p> <p>THE DUET OF TECH AND ART – HOW TECHNOLOGY AND ARTISTRY ELEVATES US TO A HIGHER PLACE GLEN KEANE, Award-winning Artist, Legendary Animator</p>			<p>VIEW-Educational: WORKSHOP h. 9.30-17.30</p> <p>EXPLORE THE THREE-DIMENSIONAL SPACE OF 3D VFX MARK SPEVICK – Escape Studios</p>
12.15 13.15	<p>IMPROVISATIONAL ACTING: THE SPECIAL SAUCE PARADIGM BRENDA BAKKER HARGER Theatre Director, Improviser, Professor at Entertainment Technology Center Carnegie Mellon University</p>			<p>VIEW-Educational: WORKSHOP h. 9.30-17.30</p> <p>EXPLORE THE THREE-DIMENSIONAL SPACE OF 3D VFX MARK SPEVICK – Escape Studios</p>

THURSDAY OCTOBER 16 AFTERNOON

h	CAVOUR	GIOLITTI	EINAUDI	PIAZZA DEI MESTIERI
13.15 14.15	LUNCH			
14.15 15.15	<p style="text-align: center;">SOCIAL GAMING FOR SMART CITIES</p> <p style="text-align: center;">MATTHEW CALAMATTA, CTO MATCHBOX MOBILE ELEONORA PANTÒ, Learning, Inclusion and Social Innovation Program Developer CSP</p>	<p style="text-align: center;">VIEW-Educational: WORKSHOP</p> <p style="text-align: center;">IMPROVISATIONAL ACTING: THE SPECIAL SAUCE PARADIGM</p> <p style="text-align: center;">BRENDA BAKKER HARGER Theatre Director, Improviser, Professor at Entertainment Technology Center Carnegie Mellon University</p>	<p style="text-align: center;">VIEW-Educational: WORKSHOP</p> <p style="text-align: center;">RENDERING WITH AUTODESK 3DS MAX 2015</p> <p style="text-align: center;">DARIO PASSARIELLO Autodesk</p>	<p style="text-align: center;">VIEW-Educational: WORKSHOP h. 9.30-17.30</p> <p style="text-align: center;">EXPLORE THE THREE-DIMENSIONAL SPACE OF 3D VFX</p> <p style="text-align: center;">MARK SPEVICK – Escape Studios</p>
15.15 16.15	<p style="text-align: center;">THE DARK ADVENTURE – INNOVATING ARCHITECTURAL IMMERSIVE VR USING STORYTELLING AND GAMEPLAY</p> <p style="text-align: center;">KIM BAUMANN LARSEN, Architect and co-founder Digital Storytelling PHILIP STEVJU LOEKEN, Interactive 3D Designer</p>		<p style="text-align: center;">VIEW-Educational: WORKSHOP</p> <p style="text-align: center;">RENDERING WITH AUTODESK 3DS MAX 2015</p> <p style="text-align: center;">DARIO PASSARIELLO Autodesk</p>	<p style="text-align: center;">VIEW-Educational: WORKSHOP h. 9.30-17.30</p> <p style="text-align: center;">EXPLORE THE THREE-DIMENSIONAL SPACE OF 3D VFX</p> <p style="text-align: center;">MARK SPEVICK – Escape Studios</p>
16.15 16.30	COFFEE BREAK			
16.30 17.30	<p style="text-align: center;">PRODUCTION PIPELINE IN RAINBOW CGI</p> <p style="text-align: center;">GIANMARIO CATANIA, TD Rainbow CGI DIEGO VIEZZOLI, Pipeline TD Rainbow CGI</p>			<p style="text-align: center;">VIEW-Educational: WORKSHOP h. 9.30-17.30</p> <p style="text-align: center;">EXPLORE THE THREE-DIMENSIONAL SPACE OF 3D VFX</p> <p style="text-align: center;">MARK SPEVICK – Escape Studios</p>
17.30 18.30	<p style="text-align: center;">THE FUTURE OF STORYTELLING</p> <p style="text-align: center;">With the participation of: Glen Keane, Tom McGrath, Bruno Bozzetto, Alessandro Jacomini, Alvy Ray Smith, Patrick Osborne, Noëlle Triareau, Stefan Fangmeier, Rob Coleman, Lucia Modesto, Naomi Adler</p>			
18.30 19.30	<p style="text-align: center;">THE FUTURE OF STORYTELLING</p> <p style="text-align: center;">With the participation of: Glen Keane, Tom McGrath, Bruno Bozzetto, Alessandro Jacomini, Alvy Ray Smith, Patrick Osborne, Noëlle Triareau, Stefan Fangmeier, Rob Coleman, Lucia Modesto, Naomi Adler</p>			

FRIDAY OCTOBER 17

	CAVOUR	GIOLITTI		
8.00 9.00	REGISTRATION			
9.00 10.00	<p>ITALIAN PREMIERE PRESENTATION OF <i>FEAST</i> PATRICK OSBORNE, Director Disney Animation Studios</p>	<p>VIEW-Educational: WORKSHOP SCULPTING AND TEXTURING WITH AUTODESK MUDBOX 2015 DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP ARCHITECTURAL PREVISUALIZATION OF INTERIOR DESIGN WITH BLENDER 3D AND CYCLES RENDERING ALFONSO ANNARUMMA, Rigger and Animator</p>	
10.00 11.00	<p><i>HOW TO TRAIN YOUR DRAGON 2</i> ALESSANDRO CARLONI, Co-Head of Story DreamWorks Animation</p>	<p>VIEW-Educational: WORKSHOP SCULPTING AND TEXTURING WITH AUTODESK MUDBOX 2015 DARIO PASSARIELLO Autodesk</p>	<p>VIEW-Educational: WORKSHOP ARCHITECTURAL PREVISUALIZATION OF INTERIOR DESIGN WITH BLENDER 3D AND CYCLES RENDERING ALFONSO ANNARUMMA, Rigger and Animator</p>	
11.00 11.15	COFFEE BREAK			
11.15 12.15	<p>COMPUTER GAME CINEMATIC PIPELINES PARAG HAVALDAR, R & D Lead Blizzard Entertainment</p>			
12.15 13.15	<p>DECONSTRUCTING THE VISUAL EFFECTS OF <i>TRANSFORMERS: AGE OF EXTINCTION</i> SCOTT FARRAR, VFX Supervisor ILM</p>			

FRIDAY OCTOBER 17 AFTERNOON

	CAVOUR			GIOLITTI	
13.15 14.15	LUNCH				
14.15 15.15	<p>h. 14.15 - 14.45 HOW MOTION CAPTURE CAN ENHANCE THE EDUCATIONAL OUTCOMES OF LOW ACHIEVING STUDENTS</p> <p>JOHN PIPER, Head of Department Bachelor of Design - Digital Design School of Art & Design Auckland University</p> <p>---</p> <p>h. 14.45 - 15.15 THE WORK OF FACTUM ARTE AND THE REDEFINITION OF THE RELATIONSHIP BETWEEN TWO AND THREE DIMENSIONS</p> <p>CARLOS BAYOD LUCINI, Architect and head of laser scanning Factum Arte</p>	<p>VIEW-Educational: WORKSHOP</p> <p>MODELING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>			
15.15 16.15	<p>AN INSIGHT INTO THE MAKING OF <i>SIN CITY: A DAME TO KILL FOR</i></p> <p>STEFEN FANGMEIER, VFX Supervisor</p>	<p>VIEW-Educational: WORKSHOP</p> <p>MODELING WITH AUTODESK 3DS MAX 2015</p> <p>DARIO PASSARIELLO Autodesk</p>			
16.15 16.30	COFFEE BREAK				
16.30 17.30	<p>A PEYO APPROACH: THE FIRST FULLY CG ANIMATED SMURFS FEATURE</p> <p>NOELLE TRIAUREAU AND MARCELO VIGNALI, Production Designer and Art Director Sony Pictures Animation</p>				
17.30 18.30	<p>KEYNOTE ADDRESS WORLD PREMIERE TALK</p> <p>FROM SIDEKICKS TO LEADING PENGUINS: HOW HILARIOUS SUPPORTING CHARACTERS CAN TAKE A HIT FRANCHISE TO NEW HEIGHTS</p> <p>TOM MCGRATH, Director, Writer, Producer and Actor DreamWorks Animation</p>				